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PAGE 1/7 * RCVD AT 11/2/2006 5:57:33 PM [Eastern Standard Time] * SVR:USPTO-EFAX-2/4 * DNIS:2738300 * CSID:8584533574 * DURATION (mm-ss):03-28

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POSSIBLE TRANSMITTAL COVER SHEET

DATE:

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ORGANIZATION: Group art unit 2179
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SUBJECT:

NUMBER OF PAGES (including this cover sheet):

COMMENTS:

1. A copy of our mailed transmittal of August 28, 2006, in the matter of application serial number 10/081,841 is attached.

(signed)

William Fuess

identified scene, a high-quality perspective view image of each selected object located and oriented in the identified scene; and

communicating from the sever computer upon the digital communications network to the client computer this rendered high-quality perspective view image;

wherein the client computer is provided with a rendered high-quality perspective view image without necessity of either (i) having the high-quality models from which this high-quality perspective view image is rendered, or (ii) rendering this high-quality perspective view image itself.

38. (Previously Added) A method performed by (i) a relatively simple client computer running relatively simple software (ii) connected upon a digital communications network to (iii) a relatively powerful graphics server computer running relatively sophisticated graphics image rendering software and/or hardware, of deriving at the client computer a high-quality perspective view image as is a typical product of the graphics server computer and beyond the capabilities of the client computer and hardware and software operating therein, at least within a reasonable period of time, the method by which a networked client computer may bootstrap itself to production of a high quality perspective view image comprising:

receiving in the client computer from the graphics server computer across the digital communications network a catalog of, or tool for generating low-quality 3D graphics models for selected (1) objects and (2) scenes in which the objects may exist;

selecting at the client computer objects and at least one scene from the catalog and downloading the selected objects and/or scene from the graphics server computer across the communications network, or, alternatively as the case may be, generating with the tool object and/or scene models;

manipulating at the client computer the received and/or generated low-quality models to specify spatial positions and

orientations of objects within a scene;

communicating these object positional placements and orientations, and also camera, lighting and image size parameters, across the communications network to the graphics server computer;

receiving back from the graphics server computer upon the digital communications network a high-quality perspective view image of the objects placed, oriented, illuminated and viewed from a perspective, as were all derived from the manipulating, and as were communicated to the graphics server computer;

displaying at the client computer this rendered high-quality perspective view image.

39. (Previously Added) A computerized method of generating and rendering over a digital communications network a high-quality perspective view image of an object that can exist in the real world located within, surrounding, or in front of, a three-dimensional scene that can also exist in the real world, the method of presenting a perspective view image of an object in a 3D scene comprising:

producing at a first computer running a 3D scene editor, Digital Content Creation, Computer Aided Design, or browser program with or without a plug-in a 3D scene file;

transmitting from the first computer upon the digital communications network the scene file;

receiving at another, second, powerful graphics computer upon the digital communications network the scene file; and

utilizing in the second computer the scene file to generate and render in consideration of (5) a camera position and orientation specified in the scene file, (6) a perspective view image of the selected object in the 3D scene; and then

transmitting from the second computer upon the digital communications network the (6) perspective view image; and
receiving at the first computer upon the digital communications network this (6) perspective view image; and
displaying at the first computer this (6) perspective view image;

wherein the object, having an associated geometry, is rendered in proper (1) scale, (2) position and (3) rotation within the perspective view image;

wherein the entire computer-generated perspective view image is rendered and viewed with the same proper perspective that a conventional photo of the same scene would exhibit, if captured by a camera; and

wherein the scene specification, made interactively over a digital communications network, supports the relatively rapid ray-traced rendering of a perspective view image having proper perspective, showing an object located and oriented within a 3D scene.

40. (Previously Added) A computerized method of generating and rendering over a digital communications network a high-quality perspective view image of an object that can exist in the real world located within, surrounding, or in front of, a three-dimensional scene that can also exist in the real world, the method of presenting a perspective view image of an object in a 3D scene comprising:

producing at a first computer running a 3D scene editor, Digital Content Creation, Computer Aided Design, or browser program with or without a plug-in a 3D scene file containing references to 3D objects on the second computer;

transmitting from the first computer upon the digital communications network the scene file;

receiving at another, second, powerful graphics computer upon the digital communications network the scene file; and

utilizing in the second computer the scene file to generate and render in consideration of (5) a camera position and orientation specified in the scene file, (6) a perspective view image of the selected object in the 3D scene; and then

transmitting from the second computer upon the digital communications network the (6) perspective view image; and

receiving at the first computer upon the digital communications network this (6) perspective view image; and

5 displaying at the first computer this (6) perspective view image;

wherein the object, having an associated geometry, is rendered in proper (1) scale, (2) position and (3) rotation within the perspective view image;

10 wherein the entire computer-generated perspective view image is rendered and viewed with the same proper perspective that a conventional photo of the same scene would exhibit, if captured by a camera; and

wherein the scene specification, made interactively over a
15 digital communications network, supports the relatively rapid ray-traced rendering of a perspective view image having proper perspective, showing an object located and oriented within a 3D scene.

20 41. (Previously Added) The computerized method of generating and rendering a high-quality perspective view image according to claim 40

wherein the iterations are further for texturing the object in the scene so as to develop texture parameters;

25 wherein the communicating is also of the texture parameters; and

wherein the rendering of the second, high-quality perspective view image of the 3D object located and oriented in the 3D scene is further in consideration of the developed
30 texture parameters.

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